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Information

[image]

Welcome to Elementals!

Elementals is a fantasy-based Warriors roleplay revolving around FireClan and WaterClan, two groups of cats that hold mysterious elemental powers. In addition, many of these warriors have unnaturally-colored pelts, eyes, and markings.

Are you interested in joining the roleplay? Read on!

How the Clans Work

FireClan and WaterClan work much like the normal Clans of Warriors, however, there are a few unique changes:

✧ **Appearances**
These cats' appearances are unnatural in color, ranging from their pelts, paw pads, to their eyes. Their appearances are usually granted through genetics or through the powers of the Startree, but most often their pelt, marking, and eye colors blend well together.

✧ **Crests**
Every cat receives a crest—or a uniquely shaped marking on their body (such as a ball of flames)—when they become a warrior or medic at the Startree. Their crest represents them, an aspect of their personality or power that will stay on them forever. Their crest will glow when they use their powers, and while crests can be any color, they usually blend in with their fur or are a similar color to the cat's eyes. Most often, crests are seen on chests and shoulders; foreheads are off-limits for anyone but leaders. Medics differentiate themselves by pinning feathers, leaves, or flowers to interwoven twine wrapped around one ear.

✧ **Powers**

Every cat has a power that corresponds to their Clan. WaterClan cats will have water-based powers, while FireClan cats will have fire-based powers. Every cat has only one ability, but leaders may have up to two. Apprentices have a "Reveal" around the 8-10 moon mark, where their powers come to life and are fully revealed to the cat. Reveals are a big deal in the Clans. These very rarely happen in the 6-7 moon mark or 11-12 moon mark.

To use the full extent of one's powers, a cat must keep themselves healthy and able-bodied. They often think of their power like another limb, as it can grow sore after days without training or even days of training on-end. Their powers are meant to be kept strong and healthy, which is a mentor's main job when training an apprentice. While cats will need a good amount of rests, being in their natural elemental habitat (for FireClan it's under the sun, for WaterClan it's in the rainforest or near the beach) will greatly strengthen their powers and usually cure any and all power-related injuries, weakness, or soreness.

✧ **Family Trees**
Most kits do not know the history of their family trees, only knowing who their parents are—if even. It's not uncommon for cats to breed simply in order to make beautiful children before moving on, and with the addition of the dangers of battle, several cats of both Clans have heritages clouded in mystery. Regardless, a cat finding their parents if previously unknown is seen as a sign of good fortune, and they take this is a possibility that the cat may become leader as lives are usually given out by a cat's parents.

✧ **Leaders**
When leaders go to receive their two lives at the Startree, a five-pointed star (usually the same color as their crest/eyes) is embedded in their forehead and their crest disappears. Leaders may also gain an additional elemental power, but this often doesn't show up immediately.

✧ **Altered Ranks**
Deputies work in the same way as the books and medics strictly work as doctors of the Clan, neither usually visiting the Startree. Medics in FireClan are allowed to have a mate and kits, but medics in WaterClan cannot have either (punishable by exile).

While warriors are the same as the original series, apprentices have simply been changed to novices and have more difficult training sessions; both Clans allow mentor and novice to use unsheathed claws, at least to an extent. Queens/mothers, kits, and elders remain the same as the books.

✧ **Deities**
Both FireClan and WaterClan see the Startree as a symbol of worship. StarClan does not exist.

✧ **Sacred Places**
The Startree is where leaders receive both lives. There are currently no gatherings or medic meetings held between FireClan and WaterClan.

✧ **Startree**
The Startree is the place where leaders go to receive their two lives, usually from their parents. The tree is believed to hold great elemental power for all cats, so often only leaders are allowed to go as a safety precaution. Medics and deputies rarely go to the tree, as getting hurt near it is seen as a great dishonor and a sign of weakness, and deputies are expected to attend the Startree alone when they become leader. The Startree will enter the mind of the attending cat once they lap the water around the base of the tree. When they return, the leaves begin to glow with fireflies.

Cats who are becoming new warriors will also visit the Startree for the first, and usually last, time. Leaders will sit atop a pile of roots and speak the warrior ceremony that will conjure a crest from the tree. "I call upon the Startree to grant [novice name] their crest. They have trained hard as a novice and are presented as a worthy warrior for you. Show us your power and mark them as a full [Clan] member." Then the tree will light up with fireflies and in a flash, a crest will be mounted on the body of the novice. After, the leader says, "The Startree sees you as a worthy warrior, thus I must grant you your full name. [Novice], from this moment on, you will be known as [warrior name]. You have trained hard to follow the path of a warrior, and I look forward to seeing your [trait, ex: bravery] and [trait, ex: courage]." Then they will touch noses and go back to camp.

✧ **Outsiders**
"Outsiders" is the name given to any cat that fits the rogue or loner criteria. Kittypets are not allowed in this roleplay. Outsiders do not have any elemental powers, but are open to be roleplayed. If an outsider is allowed to join a Clan, it's possible they may start developing powers according to the elements around them—or, they may stay just as ordinary as they were. *ALL outsiders that join the Clans, no matter what, must first become apprentices before they become a warrior (unless they are a former Clan cat)!*

Current Plot

Currently, FireClan and WaterClan are at peace with one another, but a storm lurks on the horizon. Something is coming and every cat can feel it—they simply don't know what it is yet.

Tags

Hey guys! So, if you have anyone you think might be interested in the roleplay, feel free to tag them here!

Additionally, the person who tags the most people by the time the roleplay starts will receive an extra third character slot for the roleplay! Thanks so much.

Territories

[image]
[image] [image] [image] [image] [image] [image] [image]
[image] [image] [image] [image] [image] [image] [image] [image]

FIRECLAN

Camp

FireClan's camp is nestled against a rock cliff face that sprawls downward into the grassy knolls. Instead of having dens, these cats dig small, flat holes to place their nests in, laid out in the open with the stars above their heads. The leader's den, however, is imbedded in the cleft of a pillar of stone and is draped by lichen. The stone arch is where the leader calls Clan meetings, and has since been dubbed the "Stone Arch" or "High Arch." The fresh kill pile is located in the middle of camp, surrounded by a pile of small rocks.

Territory

FireClan's territory is spread through the mountains, one half stone while the other is grassy. After leaving camp, the territory spreads into knolls of cross-bedded sandstone, hot and dry as plant life is sparse. This is usually the preferred territory for FireClan cats, as the sun often makes their powers stronger. Surrounding the area are mountains of stone that seem to touch the sky.

The second part of FireClan's territory is located past the sandstone cliffs and has been spread by rolling hills of grass and huge oak trees. This part of the territory has the most prey and leads to the border with WaterClan, where brambles and shrubs form into the dense foliage of the rainforest.

Hot Springs

The hot springs are located behind camp and are surrounded by a wall of gray stone. The pool of warm water is thought to hold the secret to FireClan's elemental powers, so cats will often be seen bathing there to keep their powers healthy and strong. Every night the pool emits a low turquoise glow.

Mossy Caverns

The caverns are a set of open caves bordered by a wall of mossy stone, located in the oak forest near the Outsiders border. The area is a secluded place away from camp that's a good spot for any cats wanting to share a private conversation.

WATERCLAN

Camp

WaterClan's camp is holed in a dip surrounded by stone and foliage that shrouds outsiders from looking in. A river runs a waterfall on one side of the dip, pooling to the edge of camp and the leader's den. The dens are buried inside the stone walls of camp as small, cool caves that are draped by lichen and vines. The middle of camp is covered in white sand and patches of soft grass, and the fresh-kill-pile lies in the middle of everything. The leader's den is pushed into the trunk of a huge jungle tree near the pool of water, screened by an array of hand-picked rainforest flowers. Cats are often seen testing small bouts of powers in the pool or diving in for a quick swim to keep their powers strong and healthy. Near the dens is a natural-made line of stone stairs that lead into the territory. The leader calls Clan meetings from a cleft of rock above the dens called the "Tall Stone."

Territory

WaterClan's territory is a sprawling rainforest, covered in overgrowth and huge, colorful plants. The trees are large and often

have vines hanging from branches, where cats can hear the calls of monkeys, toucans, and other jungle wildlife high above. Small streams cut through the foliage and give source to prey and predators alike. There is a hidden, crashed plane somewhere in the trees, but very few cats have ever found the spot.

Temple

Near the ocean is a set of abandoned ruins, lost to time as trees grow through cracks and crevices in the stone. The temple is far and wide, and has several underground cave systems that eventually open towards the Startree, although the dark path is nearly impossible to follow without some form of light. There are ancient hieroglyphics on the walls of the ruins, and many cats have attempted to decipher the meaning of the letters. Still, no one knows what they say. Often time, many pairs come to the temple to either hold a private conversation, explore, or test their powers against the sturdy stone walls.

The Beach

Near the ruins comes the edge of the land, where palm trees lean towards a white sandy beach lapped by blue waves. This is the main spot where cats come to practice their water powers, take a dive into the ocean, or even fish if possible. Still, the ocean is dangerous as many cats have been lost to the crashing waves, never to be seen again. The beach is usually off-limits for younger apprentices, but they still enjoy sneaking there at night and trying to test their powers - or simply talk to friends with the peaceful lull of waves next to them.

OUTSIDERS

Redwood Forest

Most of the Outsiders' territory lies within a huge redwood forest, where the largest trees on earth sprout from the ground and tower

far above cats' heads. Winter here is relentless and a thick cloud of fog often shrouds the higher portion of the trees. Many cats make their homes within the base of the redwood trunks, but even then there is usually too much space for one feline.

BORDERS

Outsider Border

The Outsiders share a border with both FireClan and WaterClan, which is an expanse of rolling green hills that eventually form into the redwood forest.

Clan Border

The Water-Fire border is where the rainforest and temperate forest meet, clashing together into a distinguishable line between the two Clans.

Rules

Rules

1) We strive to be a semi-literate roleplay but will accept responses with 2+ sentences. Make sure to use proper grammar so others can understand your lines

2) God-modding/power playing is not allowed. While your character may have elemental powers, they should not be overpowered; additionally, do not try to control another person's character or you will be warned

3) Please try to stay as active as possible. We are lenient about hiatuses, so just make sure to remind us about any temporary leaves you're taking so you are not kicked. Not roleplaying for a month will result in a warning. After a month and a half, you will be kicked and removed from the allegiances, although you can always rejoin!

4) Three warnings will result in your removal from the roleplay. Warnings are given out for spam, inappropriate content, power playing, breaking of rules, etc.

5) Make sure that your character's name only has one has capital in it. Suffixes being capitalized (such as ScorchStar, when it is meant to be Scorchstar) will result in a verbal warning. This will not be added to your warnings list unless it happens more than once

6) Your character may not start off as being disabled, which includes blindness, deafness, twisted legs, etc. While these are not immediately allowed, your character is open to gain wounds and disabilities as the roleplay continues

7) The secret code is your favorite tv show!

8) No two cats may have the same prefix as to avoid confusion and disruption over a certain name. Feel free to check the prefix list

9) You can roleplay with up to two characters at a time. This number may be subject to change in the future

10) Large-scale events such as natural disasters, prophecies, wars, ceremonies, and clan changes can only be initiated by high ranks. Border crossings and skirmishes may be roleplayed by anyone, however

11) Gore is allowed in roleplay, but try not to overkill it. If needed, just add a warning at the beginning of your text

12) High ranks are chosen through applications. Please do not beg for a high rank or you will most likely not be considered for any positions. Deputies will be chosen by leaders, and medic novices will be chosen by medics

13) You may not join as a kit or a mother. Once the roleplay continues, you may have up to four kits per litter. You may either roleplay your kits if you have any more open character slots, allow me to host tryouts, or allow someone you know (with open slots) to roleplay them

14) Powers should differentiate from each other, and while they may be similar, try to make something original and unique that hasn't been seen on the roleplay before

15) Do not begin roleplaying until your form has been accepted by me

16) Cussing is allowed in roleplay, as these cats are far from realistic and know human curse words

17) Do not make an apprentice that is 11 moons old, as this will add an unnecessary ceremony that the leader must do

18) Chain comments are not allowed in roleplay. This is when you reply to someone on the comments and don't stay on the main page.

19) All natural names, including plants, animals, and anything in

the environment are viable to be used as prefixes and suffixes for clan cats. The only names not allowed are inanimate objects. Outsiders may have any name desired, whether it be based on nature or an inanimate object

20) Time passing in roleplay goes like this:
• One real day—one week in rp
• Three real days—two weeks in rp
• Five real days—three weeks in rp
• Seven real days—one moon in rp

If you have any questions, feel free to ask!

Form

• the roleplay will start once we have a WaterClan leader •

• *WaterClan and FireClan novices are* CLOSED *for the time being! At least until we get more warriors!* •

• *Waterclan she-cats are closed for now! Sorry...we really need some toms!* •

In order to keep applications neat and correct, please follow this guideline!

Application Guidelines

• Mary-Sues, Gary-Sues, and overpowered characters are not allowed. Give your character flaws! Make sure they aren't too OP and have some sort of weakness.

• Pelts, eyes, and crests can be any color. Go wild! Bring out your creative side, but try not to make your character an absolute eyesore.

• You may only begin roleplaying with a character if I have accepted it, and if your form is not accepted I will tell you why. If I haven't reacted to your application within a few hours, tag me! (But please do not spam)

• The secret code is in the rules. You don't have to use the code again after I accept your first character.

• You can only have two characters at any given time.

• Your cats cannot be mates, but they may be related.

• Your characters must be original and cannot be from the books. Your character also cannot share a name with any cat from the Warriors series.

✦ □□□□□□ ⋆ ⋆ □□□□□□ ✦

Application Info

Name: (can be a normal Clan name or something different and unique, such as words not many people know or any animal name)
Clan: (FireClan, WaterClan, or Outsider)
Age:
Gender:
Sexuality: (LGBTQ+ friendly!)
Rank: (Warrior, Novice, Mother with no kits, or Elder)
Secret Code: (in the rules - you only need this for your first character application)
Appearance: (be creative! You may use realistic colors or unrealistic colors and pelt patterns. Make sure the colors blend well if you use unrealistic colors/patterns. You may base them off of animals or use your creative mind!)
Activity: (1-10)
Personality: (try to put as much detail into this as possible! Don't list traits, use actual sentences)
Kin: (any family? Feel free to ask others to be family members!)
Crush/Mate: (cannot start your character off with a mate)
Crest: (doesn't have to correlate with the power, eye color, or pelt color. Make sure to describe what shape it is, its color, and its placement on the cat's body. Novices won't have crests until they become warriors, but you can go ahead and describe it for future reference if you like!)
Power: (must be relevant to the element, so WaterClan cats have water powers, FireClan cats have fire powers, and outsiders have no powers. I have the right to deny your application if your power does not fit the criteria. You may repeat powers other people have used, but it's not suggested. Try to be creative and think of something new! You can also only have one power - leaders may have up to two)
Weakness: (while these cats have powers, they need a weakness. For example, a WaterClan cat with the ability to spray scalding hot water would be vulnerable to freezing temperatures)
Would You Want An Apprentice?: (yes or no)
Roleplay Example:
Backstory: (optional)

Other: (optional)

✦ □□□□□□ ✦

Application

Name:
Clan:
Age:
Gender:
Sexuality:
Rank:
Secret Code:
Appearance:
Activity:
Personality:
Kin:
Crush/Mate:
Crest:
Power:
Weakness:
Would You Want An Apprentice:
Roleplay Example:
Backstory:
Other:

That's it, guys! I look forward to seeing your applications, and I'm excited to get to know all of you!

High Rank Tryouts

Currently all applications are open! If you're interested in any ranks, please make a form in the comments!
- POSITIONS: 6 -

You may go ahead and apply for WaterClan deputy and FireClan medic novice as well, just be aware that you won't be chosen until we've filled WaterClan's leader and FireClan's medic ranks!

✦ □□□□□□ ⋆ ⋆ □□□□□□ ✦

High Rank Applications

- Character Name:
- Clan:
- Desired Rank (FireClan deputy, FireClan medic, FireClan medic novice, WaterClan leader, WaterClan deputy, or WaterClan medic novice)
- Why are YOU applying for this position? (What made you want to try out?)
- How does your character qualify for the rank? What can they bring to the table? (Basically, how is your character interesting enough to be a high rank?)

The more description the better. I look forward to seeing everyone's applications! Best of luck!

Allegiances

TOTAL: 28

FIRECLAN
members: 12

LEADER [1/1]
Scorchstar / charcoal-black tom with red streaks resembling liquid magma and dull lavender eyes. His crest is a five-pointed red star in the middle of his forehead
POWERS: Ability to ignite his fur on fire and burn cats with his red paw pads

DEPUTY [0/1]
tbd

MEDIC [1/1]
Whiteheart / small, skinny black tom with a half white face, white markings, two white dots under his right eye, a black nose bridge, a torn ear, and bright blue eyed. He has a red heart on his chest with a clear crack across it
POWER: When his blood is spilled, it burns anything it touches
[didemyolo]

MEDIC NOVICE [0/1]
tbd

WARRIORS [6/∞]
Mistfern / silky, white she-cat with black jaguar spots, ice-blue eyes, and small sky-blue stripes on her wrist and tail **(Novice, Burnpaw)**
POWER: Basic fire powers that make other's powers grow stronger

[AnxietyWolf36]

Embersky / fiery-orange tom with red paws, black pawpads, a long fluffy tail, and green eyes. He has a burst of red flames on his shoulder **(Novice, Flintpaw)**
POWER: Is able to harness fire through his pawpads on hot days
[IceWingnamed_Shiver]

Violetcreek / slender but muscular purplish-black she-cat with white spots and forest-green eyes. Her crest is a monarch butterfly flying around her spots
POWER: Ability to summon monarch butterflies that burn anyone they surround
[silver_flight-]

Wormflesh / hairless tom with charcoal-black splotches and dull lavender eyes. His crest is a bright orange line down his spine, resembling a worm, that turns more wriggly when he uses his power
POWER: Ability to conjure worms that burn cats from the inside out
[lovelorn-burnings]

Coyotesong / tom with a light honey pelt that shifts from red to black near his paws, tail-tip, and ear-tips. He has auburn flecks on his back and head and warm amber eyes. His crest is a circle of dark auburn flames on his right shoulder **(Novice, Wolverinepaw)**
POWER: His fangs and claws heat up when colliding with a target, leaving burned, slow-to-heal wounds
[UltraMagnusTFP]

Cobrastorm / jet-black Maine Coon she-cat with a fluffy, slightly lighter neck, a sleek head, and clear blue eyes. Her crest is hidden in her chest fur, elegantly shaped like a puff of smoke **(Novice, Greenpaw)**
POWER: Ability to create large blazes and puffs of smoke that could set a forest alight
[CARAMELL-]

NOVICES [4/5]
Greenpaw / large, gray tabby tom with darker paws, a white underbelly and markings, and green eyes

POWER: Ability to control green flames that flow around his body in a more calming motion than burning. He can spread the flame out and attack his opponents, and the burn of the flame feels like venom striking and can lead to death if not treated correctly
[oceanrose-]

Flintpaw / black tom with dark red-brown paws, a white tail-tip, and striking yellow eyes
POWER: Flames erupt from his paws when he grows angry
[Dying_inside_again]

Wolverinepaw / large black she-cat with pale white eyes, black paw pads, and black claws
POWER: Ability to create small mini fires and control/lead where they go. The colors variate based on her mood
[tiviant]

Burnpaw / ginger-brown she-cat with amber eyes
POWER: Ability to harness storms and lightning
[warriorcats500]

QUEENS [0/∞]
-

ELDERS [0/∞]
-

WATERCLAN
members: 15

LEADER [1/1]
Seastar / light gray, almost silver she-cat with a fluffy tail, soft black stripes, and deep blue eyes. She has dark turquoise waves on her ear-tips, paws, and tail-tip
POWER: Ability to summon huge waves that can crash through walls of fire
[AnxietyWolf36]

DEPUTY [0/1]
tbd

MEDIC [1/1]
Starlingbrook / small cream she-cat with light brown rosette markings, soft pink eyes, and a white chest and underbelly. She has an icy blue, medium-sized star around her right eye
POWER: Ability to heal others with water she's touched
[lovelorn-burnings]

MEDIC NOVICE [0/1]
tbd

WARRIORS [7/∞]
Doefeather / slender, dark gray and black she-cat with striking light green eyes. Her crest is a white circle on her right shoulder with a detailed forest inside and spots of snow swirling around
POWER: Ability to create and manipulate ice or snow at will; her power is strongest during the winter or if she's around cold water
[Shadesoul]

Dapplefrost / lithe, tall, short-haired calico she-cat with a mostly white pelt, a long, thin tail, and light blue eyes. She has a light blue snowflake on the side of her left eye **(Novice, Garnetpaw)**
POWER: Ability to freeze water upon touch or with her breath
[SnowstormWarrior]

Goldencloud / golden she-cat with white paws, a white splotch on her tail, one paw has a gray-blue stripe that runs between her toes halfway up her leg, and gentle blue eyes. On her chest is a gray-blue crest that appears as a clump of horsetail **(Novice, Nightpaw)**
POWER: When stressed enough, she can allow deceased kin to take over
[VenusHopeDreemur]

Onyxstrike / onyx-colored she-cat with swirls of dark purple and specks of white on her pelt, black paw pads, unusually long black claws, and violet, glassy eyes. She has a metallic marking on her chest in the shape of an orb with a white wave in the middle of it **(Novice, Palepaw)**
POWER: Ability to take water vapor in the air, condense it, and

control it. This allows her to surround her opponents with water and potentially drown them
[LemonDropxxx]

Olivestrike / brown she-cat with olive-green eyes. She has an olive-green crest on her shoulder that looks like a spiral of snow ending in a spike **(Novice, Willowpaw)**
POWER: Ability to shoot freezing water that freezes everything it touches
[warriorcats500]

Lavendershine / long-furred, lavender-colored she-cat with tinges of white on her fur, beautiful pale blue eyes, and a pale blue cloud on her chest with a white dot in the center **(Novice, Lemonpaw)**
POWER: Ability to create water out of thin air
[IMTmystlcal_fawn]

Russetshade / large russet tom with dark brown stripes, legs, and ear-tips. His muzzle and a portion of his throat are dark red, and his eyes are a deep blood red with a black sclera. His paw pads are red and his paws are an even darker red **(Novice, Coralpaw)**
POWER: Ability to manipulate and control the blood of others
[the_storm_within]

NOVICES [6/6]
Coralpaw / black she-cat with a pale gray mask, ruby-red circles beneath both eyes, red ear-tips and toes, a thick gray tail, a scar on her chin, and deep crimson eyes with orange-ringed irises
POWER: Anywhere the moon shines, Coralpaw has full control to manipulate nearby water

Willowpaw / silver, sleek-furred she-cat with ash-colored speckles, a dark gray tail-tip, a silver-blue muzzle, and different eye colors depending on the lighting
[LemonDropxxx]

Lemonpaw / bright golden she-cat with white blotches on her back, a white tail-tip, ash-colored paws, and sparkly light tortoise eyes
[Sassytrio]

Garnetpaw / bright red she-cat with a white tail-tip and amber eyes

[LdShadowLady4eva89]

Palepaw / pale blue she-cat with shady, pale blue eyes, black and white spots, and fluffy spine fur
POWER: Ability to flow water into any shape, form, or color
[Txt_Bread_Soul_Kpop]

Nightpaw / black tom with a dark blue belly, muzzle, stripes, and markings, with bright sky-blue eyes tinged with gold around the edges
POWER: Ability to hold his breath for a very long time and manipulate water
[Splashheart8]

QUEENS [0/∞]
-

ELDERS [0/∞]
-

OUTSIDERS
members: 1

Bear / massive, bushy brown tom with lighter brown markings, a white front paw, tail-tip, and streak across his chest, scars covering his face, and mossy-green eyes
[didemyolo]

Roleplay 1 ⁞ FireClan

ROLEPLAY ONE
fireclan camp + territory

PLOT

Week One
Things have been peaceful with WaterClan and summer is finally here. The days are hot, the desert even hotter, but these cats can sense a storm coming...they just don't know what it will bring yet.

CLAN NEWS
• *Whiteheart* has been chosen as FireClan's new medic!

SEASON
Summer
Hot & dry
84 degrees Fahrenheit

RECENT CEREMONIES
None

If there's any information I need to add, please notify me! Other than that, let's begin!

Roleplay 1 ⁞ WaterClan

ROLEPLAY ONE
waterclan camp + territory

PLOT

Week One
Things have been peaceful with FireClan and summer is finally here. The days are hot, the rainforest even hotter, but these cats can sense a storm coming...they just don't know what it will bring yet.

CLAN NEWS
• *Seastar* is WaterClan's newest leader!
• *Starlingbrook* has been chosen as WaterClan's new medic

SEASON
Summer
Hot & humid
84 degrees Fahrenheit

RECENT CEREMONIES
None

If there's any information I need to add, please notify me! Other than that, let's begin!

Borders

BORDERS
fireclan, waterclan,
and outsiders

If you'd like to interact over Clan or outsider borders, please roleplay here!

Outsiders

OUTSIDERS

If you're an outsider, roleplay here!